

COCOMMANDO

Cocommando is a young cock. Until quite recently he lives peacefully in his own hen-roost with other hens and his beloved. However, last events have disrupted this idyll.

A gang of Foxes - kidnappers invade and assaulted the hen-roost and kidnapped hens.

Cocommando was miraculously saved by old Drake, well-known hermit living on the edge of forest.

This Drake helped our cock, pulled him out from hen-roost and hid in own house.

During their escape from hen-roost, they found lost by kidnappers map.

There are marked hiding-places of kidnappers.

With this map they can localize kidnapped hens.

Among kidnapped hens is beloved girl of our cock.

He decides that he rescues kidnapped hens and, of course, his sweetheart.

He will do it with the help of Drake.

This old Drake becomes the good friend of cock, trains him, equips him with weaponry.

Drake's shed becomes their command centre. From this place begins every mission.

Here Drake locates kidnapper's hiding-places and from here Cocommando starts to his actions.

Before starting each mission we are in shed and we see Drake, who gives us information about goals of mission and shows us the map.

After it camera closes to the map and next mission begins.

Cocommando must free his beloved!!!

MAIN MENU



Navigating the MENU is intuitive (up/down cursor keys, Enter, Esc).

NEW GAME

Choosing this option restarts the game.

OPTIONS

- Viewing Distance – This parameter affects the game's performance. On slower computers, we recommend setting it to minimum.
- Music – In-game music volume; at minimum, music playback is disabled.
- Effects – Sound effect volume.
- The parameter to be changed is selected using the up/down keys, and the parameter (moving the slider on the scale) can be changed using the left/right keys.

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CONTROLS



This screen allows you to define your own game control keys. Standard keyboard control settings:

- Move forward - up
- Move backward - down
- Turn left - left
- Turn right - right
- Step left - A
- Step right - D
- Jump - spacebar
- Shoot - Left Shift
- Use - Enter
- Mission objective - P

To change keys, highlight the desired action, press ENTER, and then press the new key.

ADDITIONAL KEYS



This screen displays other active keys in the game. You cannot change their assignments.

- ESC - exit
- F10 - in a dead end
- 1-5 - current weapon select

SAVE GAMES



Displays the level selection screen for continuing the game, assuming you've already reached that level.



GAME OBJECTIVE

Completing a level occurs after freeing the trapped chickens and reaching the end of the stage. Often, you'll face a boss fight at the end of the level!



During the game, the following information is displayed:

- The hero's number of lives is displayed in the upper right corner of the screen (number 02 on the screen above). Cocoommando can lose a life by falling into water (instantaneous loss of life) or by fighting an opponent. The number 01 on the counter means that Cocoommando is on its last life, and when it loses it, the game ends. Fortunately, there are ways to gain an extra life. During battles, Cocoommando's life energy gradually decreases, and this energy level is displayed in the lower left corner of the screen above the heart.
- Cocoommando's energy is displayed next to the heart (number 05 on the screen above). Cocoommando loses energy, for example, while fighting enemies. If the energy level drops to zero, Cocoommando loses all of its lives. Fortunately, energy levels can be refilled, but more on that later...
- A seed with a number (03 in our example) indicates the number of points collected. These can be used to gain extra lives!
- Cocoommando's current weapon is displayed in the lower right corner of the screen, along with the number of bullets in the magazine (15).

HOW TO PLAY

As you move through the game, you should collect all available items, as collecting them always earns you a bonus point.

For every 50 points collected, you gain an extra life. Additional points are awarded for:

- coin +1 point
- seed +1 point
- treasure +10 points
- freeing a hen +25 points

In addition to the above, you can collect:

- medical kit replenishes the rooster's energy to 5
- ammo refills the magazine to full

WEAPONS

While traveling, Cocommando often has to fight. Depending on the level, you have at your disposal:

- water gun
- match crossbow
- suction cup gun
- rubber ball shotgun
- egg grenade launcher

You can select your current weapon using the 1-5 keys.

The "weakest" weapon is always available by pressing the 1 key and has unlimited ammo.

The "stronger" weapon, the "higher" key you can activate it with.

NOTE: Not all weapons are available at all levels.

To exit the game and return to the main menu, press the ESC key.

IMPORTANT INFORMATION

We strongly recommend the following safety guidelines:

- do not sit close to the computer screen,
- do not use the computer if you experience a headache or drowsiness,
- take breaks while using the computer (every 15-20 minutes),
- if you experience epileptic symptoms, consult a doctor immediately.

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